

AMENDMENTS TO THE CLAIMS**Claims pending**

- At time of the Action: Claims 28-30 and 48-64.
- After this Response: Claims 28-30 and 48-64.

Amended claims: None**New claims: None****1. (Canceled)****2. (Canceled)****3. (Canceled)****4. (Canceled)****5. (Canceled)****6. (Canceled)****7. (Canceled)****8. (Canceled)****9. (Canceled)**

- 1 10. (Canceled)
- 2
- 3 11. (Canceled)
- 4
- 5 12. (Canceled)
- 6
- 7 13. (Canceled)
- 8
- 9 14. (Canceled)
- 10
- 11 15. (Canceled)
- 12
- 13 16. (Canceled)
- 14
- 15 17. (Canceled)
- 16
- 17 18. (Canceled)
- 18
- 19 19. (Canceled)
- 20
- 21 20. (Canceled)
- 22
- 23 21. (Canceled)
- 24
- 25 22. (Canceled)

1
2 23. (Canceled)

3
4 24. (Canceled)

5
6 25. (Canceled)

7
8 26. (Canceled)

9
10 27. (Canceled)

11
12 28. (Original) A stateless distributed computer system, comprising:
13 a network having one or more network components to route requests from a
14 first endpoint device to a second endpoint device and to route replies from the
15 second endpoint device back to the first endpoint device, wherein at least one
16 reply contains state information pertaining to the second endpoint device; and
17 the network being configured to maintain the state information and to
18 reassociate the state information with a subsequent request from the first endpoint
19 device to the second endpoint device.

20
21 29. (Original) A stateless distributed computer system as recited in
22 claim 28, wherein at least one of the network components stores the state
23 information.
24
25

1 30. **(Original)** A stateless distributed computer system as recited in
2 claim 28, wherein multiple network components continually route the state
3 information amongst themselves to preserve the state information.

4
5 31. **(Canceled)**

6
7 32. **(Canceled)**

8
9 33. **(Canceled)**

10
11 34. **(Canceled)**

12
13 35. **(Canceled)**

14
15 36. **(Canceled)**

16
17 37. **(Canceled)**

18
19 38. **(Canceled)**

20
21 39. **(Canceled)**

22
23 40. **(Canceled)**

24
25 41. **(Canceled)**

1
2 42. (Canceled)

3
4 43. (Canceled)

5
6 44. (Canceled)

7
8 45. (Canceled)

9
10 46. (Canceled)

11
12 47. (Canceled)

13
14 48. (Previously Presented) A stateless distributed computer system as
15 recited in claim 28, wherein state information is embodied as a data object.

16
17 49. (Previously Presented) Computer-readable media in a network
18 system comprising computer-executable instructions that, when executed on one
19 or more processors, direct the system to:

20 route, via one or more network components, a request from a first endpoint
21 device to a second endpoint device;

22 route, via the one or more network components, replies from the second
23 endpoint device back to the first endpoint device, wherein at least one reply
24 contains state information pertaining to the second endpoint device;

25 maintain the state information at the one or more network components; and

1 reassociate the state information with a subsequent request being routed
2 from the first endpoint device to the second endpoint device.

3
4 50. (Previously Presented) Computer-readable media as recited in
5 claim 49, further comprising computer-executable instructions to direct the system
6 to store the state information on one of the network components.

7
8 51. (Previously Presented) Computer-readable media as recited in
9 claim 49, further comprising computer-executable instructions to direct the system
10 to continually route the state information among multiple network components to
11 preserve the state information.

12
13 52. (Previously Presented) A system, comprising:
14 network means for routing requests from a client to a server and for routing
15 a reply from the server back to the client, wherein the reply contains state
16 information pertaining to the server; and
17 the network means comprising means for maintaining the state information
18 within the network means and for reassociating the state information with a
19 subsequent request from the client to the server.

20
21 53. (Previously Presented) A system as recited in claim 52, wherein the
22 network means comprises at least one network component to store the state
23 information.

1 54. (Previously Presented) A system as recited in claim 52, wherein the
2 network means comprises multiple network components to continually route the
3 state information among the network components to preserve the state
4 information.

5
6 55. (Previously Presented) A system as recited in claim 52, wherein
7 state information is embodied as a data object.

8
9 56. (Previously Presented) A method comprising:
10 routing, via a network, a request from a first endpoint device to a second
11 endpoint device;
12 routing, via the network, a reply from the second endpoint device back to
13 the first endpoint device, wherein the reply contains state information pertaining to
14 the second endpoint device;
15 maintaining the state information at the network; and
16 reassociating the state information with a subsequent request being routed
17 from the first endpoint device to the second endpoint device.

18
19 57. (Previously Presented) A method as recited in claim 56, wherein
20 the state information is embodied as a data object.

21
22 58. (Previously Presented) A method as recited in claim 56, wherein
23 the network comprises multiple network components, and the maintaining
24 comprises storing the state information on at least one of the network components.
25

1 59. (Previously Presented) A method as recited in claim 56, wherein
2 the network comprises multiple network components, and the maintaining
3 comprises continually routing the state information among the network
4 components to preserve the state information.

5
6 60. (Previously Presented) A method comprising:
7 routing a request from a client to a server over a network;
8 routing a reply from the server back to the client over the network, wherein
9 the reply contains state information pertaining to the server; and
10 maintaining the state information on the network while awaiting a
11 subsequent request from the client to the server.

12
13 61. (Previously Presented) A method as recited in claim 60, wherein
14 the state information is embodied as a data object.

15
16 62. (Previously Presented) A method as recited in claim 60, wherein
17 the network comprises multiple network components, and the maintaining
18 comprises storing the state information on at least one of the network components.

19
20 63. (Previously Presented) A method as recited in claim 60, wherein
21 the network comprises multiple network components, and the maintaining
22 comprises continually routing the state information among the network
23 components to preserve the state information.

1 64. (Previously Presented) A method as recited in claim 60, further
2 comprising reassociating the state information with a subsequent request being
3 routed from the client to the server.
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
23
24
25